

**Amendments to the Claims**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

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Claim 1 (currently amended).

A ~~board~~ game comprising:

[[a.]] ~~a surface with~~ a playing area having sixteen playing positions arranged in a four-by-four grid;

[[b.]] eight playing pieces in two sets of four, each of ~~said the~~ sets distinguishable from the other; and

[[c.]] ~~rules of the game~~ rules of the game;

whereby when the game begins, the playing pieces are arranged in an X-shaped configuration such that each set of playing pieces is aligned diagonally on the playing area to form a strait line between two corners of the playing area, one playing piece from one of the sets is then moved in a strait line to the furthest playing position along that strait line that is not occupied by another playing piece, one playing piece from the other set is then moved in a strait line to the furthest playing position along that strait line that is not occupied by another playing piece; and play continues with moves in a strait line alternating between the two sets of playing pieces until one of the sets of playing pieces is arranged in a winning configuration.

Claims 2-4 (canceled)

Claim 5 (currently amended).

The ~~board~~ game of claim 1 wherein ~~said the~~ game additionally comprises printed matter setting forth a method of play therefor, and ~~said the~~ method of play is ~~said the~~ rules of the game.

Claim 6 (currently amended).

A method for playing a ~~board~~ game comprising:

- [[a.]] providing a ~~playing surface with~~ a playing area having sixteen playing positions arranged in a four- by-four grid;
- [[b.]] providing eight playing pieces in two sets of four, each of said sets distinguishable from the other;
- [[c.]] ~~providing two players, one of whom may be a computer;~~
- [[d.]] assigning ~~each of said two players~~ one of said the sets of said playing pieces to a player;  
assigning the other set of playing pieces to a different player;
- [[e.]] placing said the playing pieces on said the playing surface area in the starting configuration, wherein said starting configuration is an "X" with each of said player's pieces forming one leg of said "X" aligned diagonally from the corners of said playing surface in an X-shaped configuration such that each set of playing pieces is aligned diagonally on the playing area to form a strait line between two corners of the playing area;
- [[f.]] selecting a first player, who begins play by moving one of said the playing pieces assigned to that player from said the starting configuration to any one of said the playing positions, subject to the provision that in completing a move, said the move must in a straight line, and ~~said one of said playing pieces~~ the playing piece must be moved as far as possible until ~~said one of said playing pieces~~ the playing piece reaches the end of said the playing area or another of said the playing pieces, and further subject to the provision that in completing said the move, ~~said one of said playing pieces~~ the playing piece cannot be moved over another of said the playing pieces or to one of said the playing positions that is already occupied by another of ~~said playing pieces~~ playing piece;
- [[g.]] selecting a second player who continues play by ~~making a move by moving one of~~ the playing pieces assigned to that player subject to the same conditions of said the move of said the first player ;

- [[h.]] continuing play during which ~~said the~~ first player and ~~said the~~ second player, in alternating turns, make moves until one player is declared the winner; and
- [[i.]] declaring said winner to be the player ~~who aligns his or her~~ that has all of the playing pieces in that players set aligned to:
- [[i.]] form any straight line except a diagonal line;
  - [[ii.]] occupy all of ~~said the~~ playing positions in the corners of ~~said the~~ playing surface at the same time;
  - [[iii.]] form a square configuration with all of ~~said the~~ winner's playing pieces adjacent to each other; or
  - [[iv.]] have any one of ~~said the~~ winner's playing piece blocked in any one of ~~said the~~ playing positions at ~~said the~~ corners of said playing surface area by three of ~~said the~~ playing pieces of the other player.

Claims 7-9 (canceled)

Claim 10 (new). The game of claim 1 wherein the playing pieces can be moved in strait lines that are parallel to the edges of the playing area and the playing pieces can also be moved in strait lines that are diagonal to the edges of the playing area.

Claim 11 (new) The game of claim 1 wherein a set of playing pieces is in a winning configuration if it satisfies any one of the conditions from the group of conditions consisting of;

- all of the playing pieces in a set forming a non-diagonal strait line on the playing area;
- all of the playing pieces in a set being located in the corner playing positions of the playing area at the same time;
- all of the playing pieces in a set being adjacent to each other such that the set of playing pieces forms a square; and

any one playing piece in a set being located in any corner playing position and being blocked from movement in any direction by three playing pieces from the other set.

Claim 12 (new). The game of claim 1 wherein a computer having a visual display device and a user input device is programmed with suitable algorithms such that;

the playing area and playing pieces are displayed on the visual display device;  
a user can use the input device to designate a playing piece for movement and designate a playing area that the piece is to be moved to;  
the computer will change the displayed location of the playing pieces based on the user input;  
the computer will keep track of the location of the playing pieces;  
the computer will not allow a playing piece from either set to be moved out of turn;  
the computer will not allow a playing piece from either set to be moved to any playing position other than the last open playing position along a strait line from the playing position occupied by the playing piece that is being moved;  
the computer will display a signal when a set of playing pieces is in a winning configuration; and  
the computer will return the displayed playing pieces to the starting configuration based on user input.

Claim 13 (new). The game of claim 12 wherein the computer is programmed with suitable algorithms such that a user can use the input device to control the movement of one set of playing pieces and the computer will move the other set of playing pieces.

Claim 14 (new). The game of claim 1 wherein the playing area is located on a portable playing surface.

Claim 15 (new)      A game comprising:

[ a playing area having sixteen playing positions arranged in a four-by-four grid;  
eight playing pieces in two sets of four, each of the sets distinguishable from  
the other;  
printed matter setting forth the rules of the game and a method of play therefor;  
whereby when the game begins, the playing pieces are arranged in an X-shaped  
configuration such that each set of playing pieces is aligned diagonally on the playing  
area to form a strait line between two corners of the playing area, one playing piece from  
one of the sets is then moved in a strait line to the furthest playing position along that  
strait line that is not occupied by another playing piece, one playing piece from the other  
set is then moved in a strait line to the furthest playing position along that strait line that  
is not occupied by another playing piece; and play continues with moves in a strait line  
alternating between the two sets of playing pieces until one of the sets of playing pieces is  
configured such that it satisfies any one of the conditions from the group of conditions  
consisting of;  
all of the playing pieces in a set forming a non-diagonal strait line on the playing area;  
all of the playing pieces in a set being located in the corner playing positions of the  
playing area at the same time;  
all of the playing pieces in a set being adjacent to each other such that the set of playing  
pieces forms a square; and  
any one playing piece in a set being located in any corner playing position and being  
blocked from movement in any direction by three playing pieces from the other set.

Claim 16 (new)      The method of claim 6 wherein the game is played using a computer  
having a visual display device and a user input device is programmed with suitable algorithms  
such that;

the playing area and playing pieces are displayed on the visual display device;

a user can use the input device to designate a playing piece for movement and designate a playing area that the piece is to be moved to;  
the computer will change the displayed location of the playing pieces based on the user input;  
the computer will keep track of the location of the playing pieces;  
the computer will not allow a playing piece from either set to be moved out of turn;  
the computer will not allow a playing piece from either set to be moved to any playing position other than the last open playing position along a strait line from the playing position occupied by the playing piece that is being moved;  
the computer will display a signal when a set of playing pieces is in a winning configuration; and  
the computer will return the displayed playing pieces to the starting configuration based on user input.

Claim 17 (new). The method of claim 12 wherein the computer is programmed with suitable algorithms such that a user can use the input device to control the movement of one set of playing pieces and the computer will move the other set of playing pieces.

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